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L6	66	715/815.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/12/19 15:14
S1	4	"672458".ap.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/12/19 15:13
S3	111	predict\$3 same next same key same (press use)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/12/19 13:28



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predicting next key in a PDA



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1 [Late breaking results: posters: An enhanced multitap text entry method with](#)



[predictive next-letter highlighting](#)

Jun Gong, Bryan Haggerty, Peter Tarasewich

April 2005 **CHI '05 extended abstracts on Human factors in computing systems**

Publisher: ACM Press

Full text available: [pdf\(229.90 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Full keyboards are difficult to implement on small mobile devices, and are sometimes replaced by keypads, with multiple characters assigned to each key. The Multitap method is often used for text entry on devices with keypads. While conceptually simple, Multitap requires one or more key presses to enter each desired letter, and is relatively inefficient from the standpoint of the number of keystrokes required to enter each word. It also requires a significant amount of visual searching to find a ...

Keywords: mobile device interface design, predictive keypad text entry

2 [Courses: An introduction to sketch-based interfaces](#)



Joseph LaViola, Randall Davis, Takeo Igarashi

July 2006 **Material presented at the ACM SIGGRAPH 2006 conference SIGGRAPH '06**

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Sketch-based interfaces are a natural, pencil



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enhancing keys based on prediction of next move



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1 [Courses: An introduction to sketch-based interfaces](#)



Joseph LaViola, Randall Davis, Takeo Igarashi

July 2006 **Material presented at the ACM SIGGRAPH 2006 conference SIGGRAPH '06**

Publisher: ACM Press

Full text available:  [pdf\(31.58 MB\)](#) Additional Information: [full citation](#), [abstract](#)

Sketch-based interfaces are a natural, pencil-and-paper-like approach to interacting with a variety of applications, including conceptual modeling, animation, and note-taking systems. This course offers an in-depth discussion of sketch-based interface design, ranging from simple gestural commands to complex sketch-understanding systems. Attendees will learn how these interfaces are designed and how to develop their own.


2 [Distributed Virtual Environments: Prediction-based concurrency control for a large scale networked virtual environment supporting various navigation speeds](#)



Eunhee Lee, Dongman Lee, Seunghyun Han, Soon J. Hyun

November 2001 **Proceedings of the ACM symposium on Virtual reality software and technology**

Publisher: ACM Press

Full text available:  [pdf\(350.94 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Shared sense of a virtual world is often enhanced by replicating the information at each user's site since replication provides acceptable interactive performance, especially when users are geographically distributed over large networks like the Internet. However, multiple concurrent updates may lead to inconsistent views among replicas. Therefore concurrency control is a key factor to maintaining a consistent state among replicas. We proposed a scalable prediction-based scheme in which an owner ...

Keywords: advance ownership request and transfer, concurrency control, prediction, entity radius, generality, scalability, various navigation speed

3 [Courses: Exploiting perception in high-fidelity virtual environments](#)



Mashhuda Glencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Diego Gutierrez

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Publisher: ACM Press

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